



US Patent &amp; Trademark Office

[Subscribe \(Full Service\)](#) [Register \(Limited Service, Free\)](#) [Login](#)
Search: ☐ The Guide ☒ The ACM Digital Library

clipping AND binning AND color AND buffer



THE ACM DIGITAL LIBRARY


[Feedback](#) [Report a problem](#) [Satisfaction survey](#)
Terms used clipping AND binning AND color AND buffer

Found 2,881 of 121,005

Sort results by

relevance

[Save results to a Binder](#)Try an [Advanced Search](#)Try this search in [The ACM Guide](#)

Display results

expanded form

[Search Tips](#)☐ Open results in a new window

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale ☐ ☐ ☐ ☐ ☐**1 Multimedia and graphics: ZR: a 3D API transparent technology for chunk rendering**

Emile Hsieh, Vladimir Pentkovski, Thomas Piazza

December 2001 **Proceedings of the 34th annual ACM/IEEE international symposium on Microarchitecture**Full text available: pdf(765.52 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper presents ZR (Zone Rendering), a 3D graphics technology that addresses ever-increasing bandwidth requirements using chunk rendering technique, and at the same time solves 3D API compatibility issues commonly associated with chunk rendering graphics devices. We apply a pipeline serialization technique to handle the cases causing compatibility issues. However, excessive frequency of serializations may offset the performance advantage of ZR. In order to manage potential performance proble ...

**2 Triangle scan conversion using 2D homogeneous coordinates**

Marc Olano, Trey Greer

August 1997 **Proceedings of the 1997 SIGGRAPH/Eurographics workshop on Graphics hardware**Full text available: pdf(846.69 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** clipping, homogeneous coordinates, rasterization, scan conversion**3 Session P9: view-dependent visualization: Maximum entropy light source placement**

Stefan Gumhold

October 2002 **Proceedings of the conference on Visualization '02**Full text available: pdf(5.78 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Finding the "best" viewing parameters for a scene is quite difficult but a very important problem. Fully automatic procedures seem to be impossible as the notion of "best" strongly depends on the human judgment as well as on the application. In this paper a solution to the sub-problem of placing light sources for given camera parameters is proposed. A light position is defined to be optimal, when the resulting illumination reveals more about the scene as the illuminations from all other light po ...

**Keywords:** illumination, lighting design, maximum entropy, optimization, user study, visualization